

## **CART253 – Creative Computation I – Fall 2021**

Pippin Barr

### **Reflection**

Rachel Boudreau Richard

#### //GOING INTO IT

When telling people what I study in school and I say “Computation Arts” they are always confused. The way I “dumb it down”, with a lack of a better term, I usually described it as “making art and visuals with the use of programming as a medium”. This course, to my own surprise honestly, was exactly what I described computation arts as. Quite honestly, I didn’t really know what exactly computation arts was but I knew I liked arts and I wanted to compute and so in my mind that was enough to get myself in this. The p5 java library really allowed me learn how java in general worked, the language, and it’s capabilities but in a fun and engaging way. There wasn’t too much time spent on learning the vocabulary but that was taken care of through diving directly into it and personally, that’s the fastest way I learn. With good practice and good support it usually goes well, and that was mostly the case.

#### //THE COURSE CONTENT

Regarding the course content, I came into this program knowing I wanted to do interactive media and learn more programming in the creative form but wanted to stay away from game design since I knew it wasn’t one of my interests. Knowing this was a large part of computation arts I was careful in avoiding that aspect to not waste time on something I wasn’t passionate about. I’m aware that the p5 library is not at all limited to game design and that there is a lot of fun interactive and interesting visuals to be made with it excluding this game aspect however, being new to it all, I found it a little difficult to be inspired and develop a creative mind around through my own interests. I believe it might come from the exercises and examples being mostly game based. I think I would’ve creatively benefitted more from the course if I saw interactivity and visuals being played with a little more through generative or interactive art ways and the exercises were based with that focus.

#### //COMING OUT OF IT

Given that wasn’t the case, I was mostly just focusing on learning the new language so I couldn’t really afford too much creativity or deviating from what was being taught. I would recreate what was being shown in class, basic games, and then focused on understanding how it was being done and actually working. The times when I did feel bursts of creativity, it was either more complicated than I thought and would spend hours on something that lead nowhere or would just be told straight up that it wasn’t worth the time. I do feel like I missed an opportunity to explore a little more generative art given I was stuck learning the language while losing hours to debugging things learnt in class. But hey, when your program works, no matter what it is, the thrill is something else I’ll tell you that. I just wish that thrill was not just over successfully debugging something but also from creating something I truly enjoyed and saw potential using in my artistic profession.